

FIG. 1

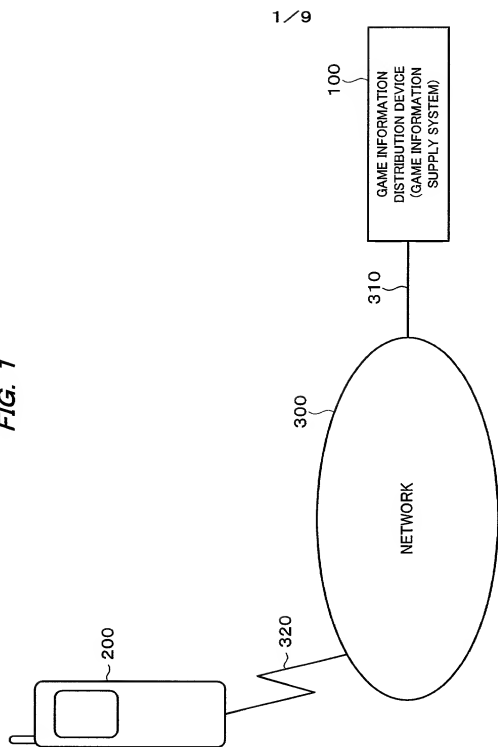
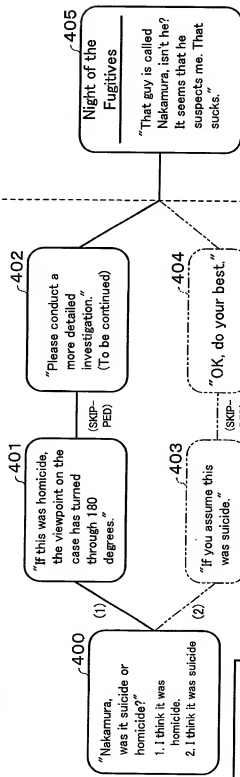


FIG. 2

PLAYER NAME: NAKAMURA (DETECTIVE SIDE)

PASSING OF SELECTION  
AUTHORITY

PLAYER NAME: USHIJIMA (PERPETRATOR SIDE)

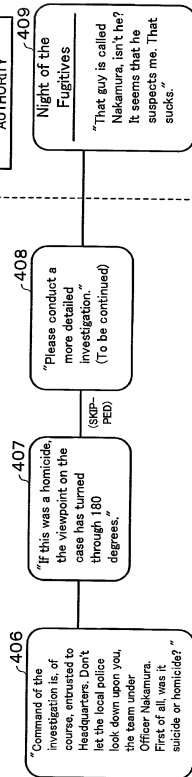
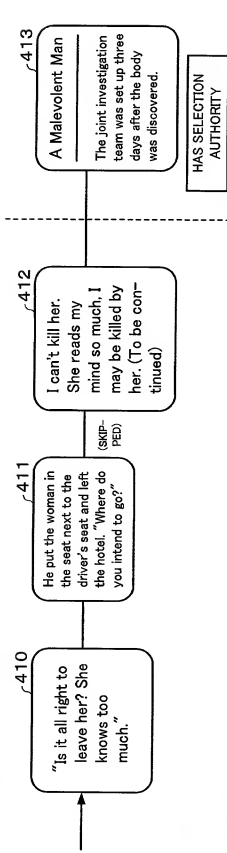


FIG. 3

PLAYER NAME: NAKAMURA (DETECTIVE SIDE)



PLAYER NAME: USHJIMA (PERPETRATOR SIDE)

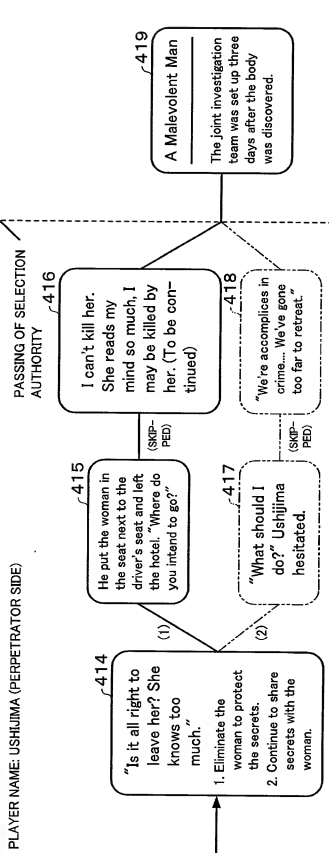
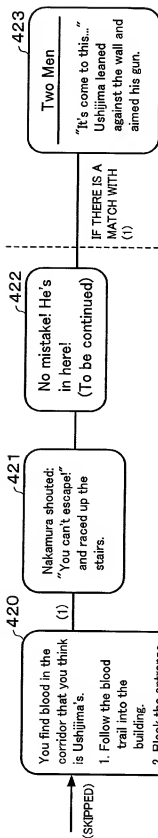


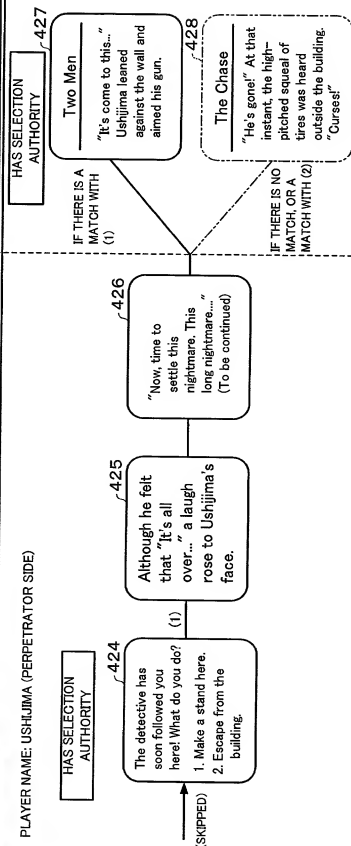
FIG. 4

PLAYER NAME: NAKAMURA (DETECTIVE SIDE)



HAS SELECTION AUTHORITY

PLAYER NAME: USHIJIMA (PERPETRATOR SIDE)



**FIG. 5**

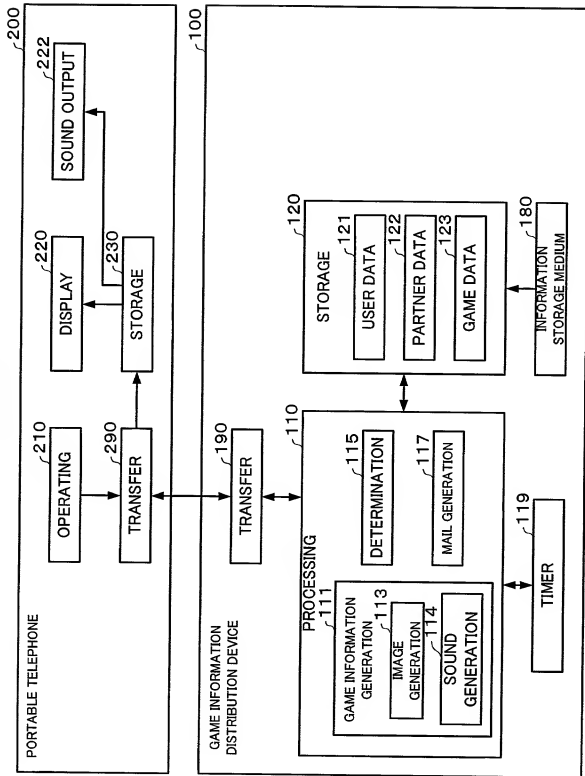


FIG. 6

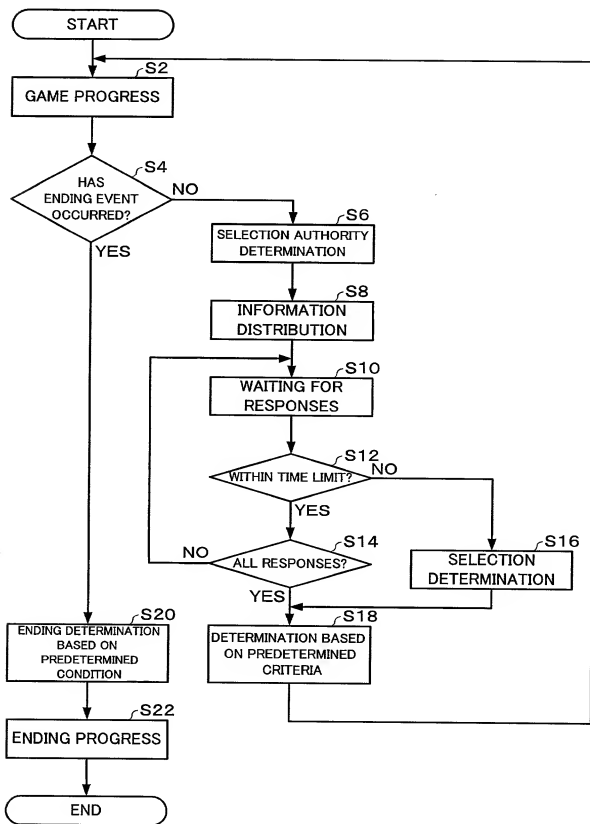
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USER ID	USER NAME	MAIL ADDRESS	REGION	...
00000123	NAKAMURA TARO	aa@aa.co.jp	TOKYO	⋮
00000169	USHIJIMA JIRO	bb@aa.co.jp	FUKUOKA	⋮
⋮	⋮	⋮	⋮	⋮

FIG. 7

USER ID	USER NAME	ROLE	SELECTION AUTHORITY FLAG	RESPONSE COMPLETED FLAG	SELECTION	POINTS	...
00000123	NAKAMURA	DETECTIVE	ON	ON	1	3	:
00000169	USHIJIMA	PERPE- TRATOR	ON	OFF	0	0	:

FIG. 8





The diagram illustrates a network architecture for game information distribution. A central cloud labeled "INTERNET" (500) connects several components. On the left, a cloud labeled "MOBILE COMMUNICATIONS NETWORK" (510) is connected to the Internet. Below it, a mobile device (7200) is shown with a lightning bolt symbol indicating connectivity to the network. On the right, a rectangular box labeled "GAME INFORMATION DISTRIBUTION DEVICE" (100) is connected to the Internet. Further right, a game machine (800) is connected to the Internet. On the far right, a computer system (700) is shown, consisting of a monitor (710), a base unit (720), and a keyboard (730). A user (600) is seated at the computer, interacting with the system. A curved line also connects the Mobile Communications Network (510) directly to the Game Information Distribution Device (100).

